

ELECTRONIC



LCD VIDEO GAME

1 THE MEGA MAN 3® STORY

Dr. Wily is back with an arsenal of robots so strong, so devastating, that the entire universe is in peril.

The robots are Snake Man(S), Gemini Man(G), Needle Man(N), Shadow Man(SH), Spark Man(SP), and Magnet Man(M). These Wily creations plus the other enemies he has unleashed have such power that only Mega Man can defeat them.

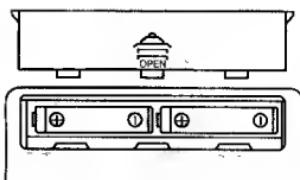
When you defeat all these enemies, it sets up a classic confrontation of epic proportions -- Dr. Wily in the guise of a giant robot against Mega Man! It is a fever-pitched battle where only one can survive!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

The object of the game is to control Mega Man 3 to fight against Dr. Wily, his robots, and his other deadly forces of evil.

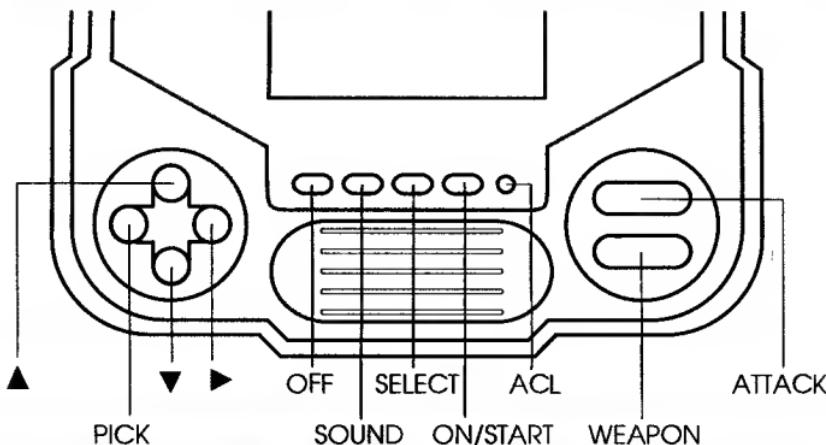
There are 7 stages. You must defeat the robot stageguard at the end of the first six stages in order to advance to stage 7.

You can fight on the first six stages in any order you wish. Whenever you defeat a robot stageguard, you acquire his weapon to help you on further stages.

After you have completed the first six stages, you earn the right to enter stage 7. On stage 7, you will face Dr. Wily himself who has taken the form of a giant robot!

Defeat Dr. Wily on stage 7 to win the game!

5 CONTROL GUIDE



ON/START	-- To turn on the unit. -- To start the game. -- To start each stage.
SELECT	-- To select enemy for stage 1 to 6, select enemy in cyclic order. --(during the game) to select/ transform robot dog when water ahead: transform to submarine(RM) when spike ahead: transform to Jet(RJ) for normal times: transform back to robot dog(RC)
SOUND	-- To control sound: on or off.
OFF	-- To turn off the unit.
ATTACK	-- To attack with the selected weapon.
WEAPON	-- To select weapon in following order (if weapon is available): SNAKE(S) GEMINI LASER(G) NEEDLE(N) SHADOW BLADE(SH) SPARK(SP) MAGNET(M) BULLET(DEFAULT WEAPON) SNAKE(S) . . .
▲	-- To jump up(from ground)
▶	-- To move up(if carried by robot dog -- Jet/ submarine)
▼	-- To move forward -- To move down immediately(after jumping) -- To move down(if carried by robot dog -- Jet/ submarine)
PICK	-- To plck bonus.

6 FEATURES

- 7 stages
- 7 weapons
- 6 robot stageguards
- 1 giant robot (Dr. Wily)
- built-in sound
- sound on/ off control
- maxlimum score retained
- built-in auto power-off timer

7 GAME SUMMARY

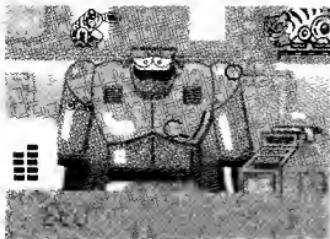
There are 7 stages. On stage 7 (if you live that long), you will fight against Dr. Wily who has taken the form of a giant robot. If you defeat Dr. Wily, you WIN the game!

But getting to stage 7 won't be easy. You must complete the first 6 stages first! You can fight on the first 6 stages in any order you wish. In order to win each of these stages, you must defeat the enemies on the stage as well as Wily's robot stageguard. There is as robot stageguard for each stage. When you defeat the stage's stageguard, you win the stage -- and you also win the stageguard's weapon for your use on the other stages! You start the game with full LIFE BAR. You lose a unit of life whenever you are hit by an enemy. If you ever use up all your units of life (if the LIFE BAR reaches zero), the GAME IS OVER.

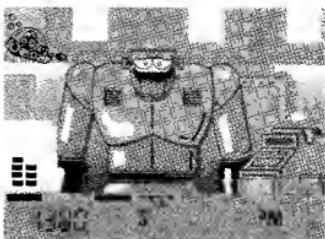
However, there is LIFE BONUS available, which adds 4 units of LIFE BAR when picked!

To fight your enemies, you can select from the weapons you have available. Each weapon has a POWER BAR. If the POWER BAR reaches zero for a weapon, that weapon is no longer usable.

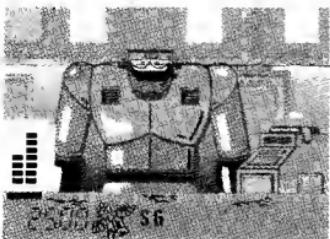
However, there is ENERGY CRYSTAL available, which restores the selected weapon (but only the selected weapon) back to full power. There are times when Mega Man will run into obstacles blocking his path. When this happens, his trusty robot dog can be transformed into shapes that can carry Mega Man through the obstacle!



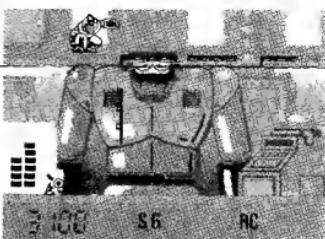
WHEN YOU SEE THE GIANT CAT, A MOVING STAND ALSO APPEARS. JUMP ON IT IN ORDER TO ATTACK THE CAT! BUT SOMETIMES THE STAND DISAPPEARS!



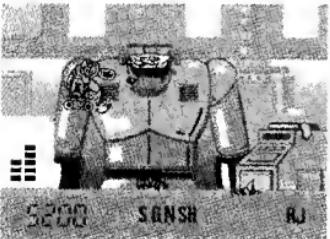
WHEN YOU APPROACH WATER, TRANSFORM YOUR DOG INTO A SUBMARINE! TURTLES WILL COME OUT TO ATTACK YOU! IN WATER, YOU CAN ONLY ATTACK ENEMIES WITH BULLETS!



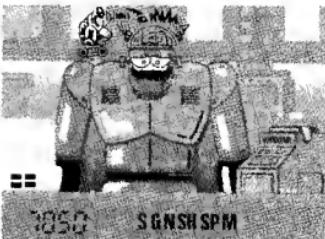
AFTER YOU ARE IN THE SUBMARINE AWHILE, YOU WILL LAND BACK ON GROUND!



WHEN A WALL BLOCKS YOUR WAY, TRANSFORM YOUR DOG INTO A TRAMPOLINE! THEN YOU CAN JUMP HIGH ENOUGH TO REACH THE UPPER LEVEL AND CONTINUE YOUR JOURNEY!



WHEN A SPIKE BLOCKS YOUR WAY, TRANSFORM YOUR DOG INTO A JET IN ORDER TO MOVE ON!



TO ATTACK THE GIANT ROBOT (DR. WILY), YOU MUST USE THE SNAKE! ONLY WITH THE SNAKE CAN YOU DESTROY DR. WILY!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep and the maximum score is displayed for 1 second, and then the display shows enemy 1 (SNAKE MAN) for stage 1.

There are 7 stages to the game. You must win all stages to win the game. Stage 7 is always the final stage, but you can face the other six stages in any order you wish.

Press the SELECT button to choose any of the first six stages. Each of these six stages features an enemy stageguard. You must defeat the stageguard in order to win the stage. When you defeat a stageguard, you gain that stageguard's weapon to aid you on the other stages.

The stageguards and their weapons:

STAGE 1



snake

STAGE 2



laser

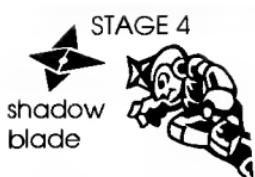
GEMINI MAN(G)

STAGE 3

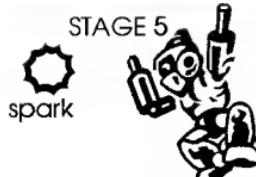


needle

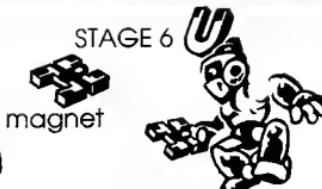
NEEDLE MAN(N)



SHADOW MAN (SH)



SPARK MAN (SP)



MAGNET MAN (M)

S	: SNAKE MAN	-- ATTACKS YOU BY SNAKE
G	: GEMINI MAN	-- ATTACKS YOU BY GEMINI LASER
N	: NEEDLE MAN	-- ATTACKS YOU BY NEEDLE
SH	: SHADOW MAN	-- ATTACKS YOU BY SHADOW BLADE
SP	: SPARK MAN	-- ATTACKS YOU BY SPARK
M	: MAGNET MAN	-- ATTACKS YOU BY MAGNET

After you have pressed the SELECT button to choose your stage.

Now press the ON/START button to begin your selected stage!

In addition to facing the robot stageguards, you will face other enemies as well.

Other enemies :



GIANT SNAKE

LITTLE BIRD



DRAGON FLY



TURTLE



GIANT CAT



GIANT ROBOT (DR. WILY)



FLYING SHIP

The chart below summarizes when your enemies appear:

STAGE	1	2	3	4	5	6	7
SNAKE MAN	1	-	-	-	-	-	1
GEMINI MAN	-	1	-	-	-	-	1
NEEDLE MAN	-	-	1	-	-	-	1
SHADOW MAN	-	-	-	1	-	-	1
SPARK MAN	-	-	-	-	1	-	1
MAGNET MAN	-	-	-	-	-	1	1
VENGEFUL VILLAIN	-	-	3	3	-	-	2
GIANT SNAKE	3	3	-	-	-	-	2
GIANT CAT	-	-	-	-	3	3	2
DRAGON FLY	YES						
LITTLE BIRD	YES						
TURTLE	YES						
GIANT ROBOT (DR. WILY)	-	-	-	-	-	-	1

It takes specific weapons to destroy certain enemies !
 Press the WEAPON button to choose the right weapon when it's available.
 Then press the ATTACK button to fire that weapon !
 The chart below summarizes which weapons will defeat each enemy, how many hits are required to complete each attack, and how many points you score for each defeated enemy :

ENEMY	WEAPON/ NO. OF HITS TO DEFEAT	SCORE
SNAKE MAN	MAGNET/ 3 HITS	BULLET/ 15 HITS 200
GEMINI MAN	SNAKE/ 3 HITS	BULLET/ 15 HITS 200
NEEDLE MAN	LASER/ 3 HITS	BULLET/ 15 HITS 200
SHADOW MAN	NEEDLE/ 3 HITS	BULLET/ 15 HITS 200
SPARK MAN	SHADOW BLADE/ 3 HITS	BULLET/ 15 HITS 200
MAGNET MAN	SPARK/ 3 HITS	BULLET/ 15 HITS 200
DRAGON FLY	ANY WEAPON/ 1 HIT	20
LITTLE BIRD	ANY WEAPON/ 1 HIT	20
TURTLE MAN	ANY MAN/ 1 HIT	20
VENGEFUL VILLAIN	ANY WEAPON/ 3 HITS	100
GIANT SNAKE	ANY WEAPON/ 3 HITS	100
GIANT CAT	ANY WEAPON/ 3 HITS	100
GIANT ROBOT	SNAKE/ 3 HITS	300
(DR.WILY)		

So use: MAGNET or BULLETS to defeat SNAKE MAN

SNAKE or BULLETS to defeat GEMINI MAN

LASER or BULLETS to defeat NEEDLE MAN

NEEDLE or BULLETS to defeat SHADOW MAN

SHADOW BLADE or BULLETS to defeat SPARK MAN

SNAKE to defeat GIANT ROBOT (Dr.Wily)

ANY WEAPON to defeat OTHER ENEMIES

As you can see, it's easier to defeat a stageguard with weapons you have acquired by defeating other stageguards than it is to defeat them with just bullets !

When you want to use your bullets, you must be in the uppermost position on the screen.

Press the JUMP button or be carried by your robot dog to reach the uppermost position !

Your robot dog is your best friend ! If you run into a wall, spike, or water, you can transform your dog to get you through !

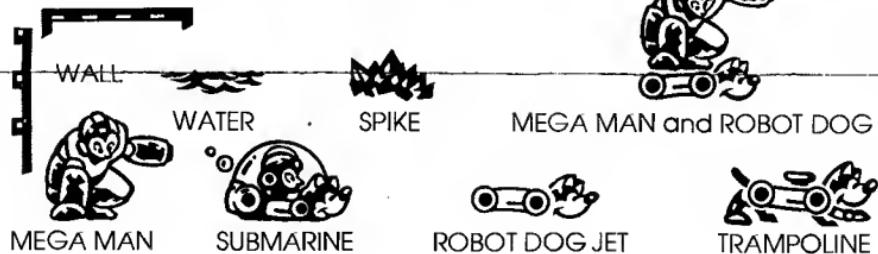
Press the SELECT button during a stage to transform your dog !

Transform him to a TRAMPOLINE to jump over a wall !

Transform him to a SUBMARINE to go through water !

Transform him to a JET to get past spikes !

Transform him back to a normal dog for other times !



Of course, at the same time you are attacking your enemies, they are attacking you ! Each time an enemy hits you, you lose a unit of LIFE BAR. If you lose all your life bar, you lose the game !

Press the PICK button whenever a LIFE BONUS appears.

This will earn you 4 extra life units !

You also have a POWER BAR. The power bar shows the energy left in the weapon you have selected. If the power bar reaches zero, you can no longer use that weapon.

Press the PICK button whenever a POWER CRYSTAL appears .

This will restore your selected weapon back to full power !

LIFE BONUS



POWER CRYSTAL



When you attack an enemy, you have to be using the right weapon ! Press the WEAPON button during play to choose the right weapon. Bullets are your default weapon.

When you press the WEAPON button, weapons appears in the following order :

SNAKE(S)→ GEMINI LASER(G)→ NEEDLE(N)→ SHADOW BALDE(SH)→ SPARK(SP)→ MAGNET(M)→ BULLET(DEFAULT WEAPON)→ SNAKE(S)...

Then after you have the right weapon (when it's available), remember to PRESS the ATTACK button to fire !

You'll hear a tone and an enemy robot will blink when you attack it with the right weapon ! That's how you'll know you have chosen the right weapon ! Also remember to use your directional buttons to keep Mega Man moving ! PRESS your DIRECTIONAL buttons to have Mega Man move forwards "►" jump up (from ground) or move up with transformed robot dog "▲" move down (after jumping) or carried by transformed robot dog "▼" The screen automatically scrolls when you move forward ! Remember that when you come to a waterfront, PRESS SELECT and transform your robot dog into a SUBMARINE !

When you come to a spike area, PRESS SELECT and transform your robot dog into a JET !

When you're blocked by walls, PRESS SELECT and transform your robot dog into a TRAMPOLINE !

Remember that you have to defeat a stageguard to win a stage (you also collect that stageguard's weapon by defeating him).

At the end of each of the first six stages, the screen will show the enemy selection. Press the SELECT button to select your desired enemy for the next stage !

Then press the ON/START button to begin the stage !

After completing the first six stages, you no longer can select your choice of enemy. Now it's "do or die" time. The final stage number (-7) is displayed. Stage 7 is the final stage.

Press the ON/START button to begin !

You'll face every conceivable enemy on stage 7 ! In the end, either you or Dr. Wily will be victorious. Remember that you must use the SNAKE weapon to defeat him !

Press the SOUND button if you ever wish to fight in silence.

Press the SOUND button again to regain all the Mega sounds !

After a game over (if your life bar drops to zero), press the ON/START button to begin a new game !

Press the OFF button when you're finished playing. But don't worry if you forget. There's an automatic timer that shuts off the game after about 3 minutes of non-play !

9

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

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HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.

2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,

REPAIR CENTER

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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